AMENDMENTS TO THE CLAIMS

Claim 1 (Currently amended): A computer gambling game, comprising:

at least one initiator code encoding an outcome and a game seed; and

a computer program ~~including a plurality of sequences of game states~~ reading the game seed to generate sequences of games states;

wherein said sequences of game states are matched to the outcome to yield game outcome-game seed pairs, such that a predetermined outcome may be reached by a plurality of game outcome-game seed pairs.~~; each sequence of game states leading to a predetermined game outcome; at least one of said game outcomes corresponding to gains; a look-up table including a plurality of game seeds, each game seed being related to one of said plurality of sequences of game states; and at least one initiator code to be input into the computer program; each initiator code being related to one of said plurality of game seeds; whereby, in operation, a) said computer program is provided with one of said at least one initiator code; b) said computer program retrieves in said look-up table a game seed that corresponds to the provided initiator code; and c) said computer program executes said sequence of game states that corresponds to the retrieved game seed and provides the predetermined game outcome corresponding to the retrieved game seed.~~

Claim 2 (Currently amended): ~~A~~ The computer gambling game as recited in claim 1, wherein ~~each of said~~ the game seed is indexed in ~~said~~ a look-up table and has an index value related to said at least one intiator code; ~~each initiator code being related to a particular index value;~~

~~whereby, in operation,~~ said computer program ~~retrieves~~ retrieving ~~a~~ the game seed by computing ~~an~~ the index value using ~~the provided~~ a related initiator code.

Claim 3 (Currently amended): ~~A~~ The computer gambling game as recited in claim 2, wherein ~~each~~ said at least one initiator code is related to ~~one of said particular~~ an index value using a one way algorithm.

Claim 4 (Currently amended): ~~A~~ The computer gambling game as recited in claim 1, wherein said at least one initiator code is in the form of symbols printed on a lottery ticket.

Claim 5 (Currently amended): A ~~The~~ computer gambling game as recited in claim 4, wherein said lottery ticket is an instant play lottery ticket.

Claim 6 (Currently amended): A ~~The~~ computer gambling game as recited in claim 4, wherein said lottery ticket further includes a control number to validate ~~said~~ the predetermined outcome corresponding to said initiator code provided on said lottery ticket.

Claim 7 (Currently amended): A ~~The~~ computer gambling game as recited in claim 1, wherein said look-up table further includes at least one false entry.

Claim 8 (Currently amended): A ~~The~~ computer gambling game as recited in claim 1, wherein said look-up table is encrypted using an encryption algorithm~~; whereby, in operation, said look-up table is decrypted using the encryption algorithm before being used by said computer program~~.

Claim 9 (Currently amended): A ~~The~~ computer gambling game as recited in claim 8, wherein said encryption algorithm uses said at least one initiator code corresponding to said game seed as an encryption key.

Claim 10 (Currently amended): A ~~The~~ computer gambling game as recited in claim 1, wherein said look-up table also includes, for each index value, ~~said~~ the predetermined outcome corresponding to its respective game seed; ~~whereby, in operation,~~ and said computer program simulates ~~simulate~~ said sequence of game states corresponding to the at least one initiator code before executing said sequence of game states; said simulation of game states ~~lead~~ generating ~~to~~ a simulated outcome; said computer programs ~~proceeds with the execution of~~ executing said sequence of game states corresponding to the ~~provided~~ at least one initiator code~~;~~ if the simulated outcome corresponds to the predetermined outcome corresponding to the retrieved game seed.

Claim 11 (Currently amended): A The computer gambling game as recited in claim 1, wherein said look-up table also includes, for each index value, said the initiator code corresponding to its respective game seed; said initiator code provided to the computer is being compared to the initiator codes in the look-up table; said computer program proceeds with the retrieving of said the game seed only if said initiator code provided to the computer corresponds to the initiator code in the look-up table corresponding to the retrieved game seed.

Claim 12 (Currently amended): A The computer gambling game as recited in claim 1, wherein said computer program is written on a computer-readable media.

Claim 13 (Currently amended): A The computer gambling game as recited in claim 12, wherein said computer readable media is a CD-ROM.

Claim 14 (Currently amended): A The computer gambling game as recited in claim 1, wherein said computer program is downloaded via a computer network.

Claim 15 (Currently amended): A The computer gambling game as recited in claim 1, wherein said at least one initiator code is downloaded via a computer network.

Claim 16 (Currently amended): A The computer gambling game as recited in claim 1, wherein each sequence of game states defines an adventure game.

Claim 17 (Currently amended): A The computer gambling game as recited in claim 1, wherein each sequence of game states simulates a conventional casino game.

Claim 18 (Currently amended): A The computer gambling game as recited in claim 1, wherein each sequence of game states defines a gambling game.

Claim 19 (Cancelled).

Claim 20 (Cancelled).

Claim 21 (Currently amended): ~~A~~ The method for generating a computer gambling game as recited in claim 36 ~~claim 19~~, further comprising the step of shuffling ~~said~~ the game seeds before storing ~~said~~ the game seeds in ~~said~~ the look-up table.

Claim 22 (Currently amended): ~~A~~ The method for generating a computer gambling game as recited in claim 36 ~~claim 19~~, further comprising the step of storing false entries in ~~said~~ the look-up table.

Claim 23 (Currently amended): ~~A~~ The method for generating a computer gambling game as recited in claim 36 ~~claim 19~~, further comprising the step of storing in ~~said~~ the look-up table ~~said~~ the determined game outcomes corresponding to their respective game seeds.

Claim 24 (Cancelled).

Claim 25 (Currently amended): ~~A~~ The method for generating a computer gambling game as recited in claim 35 ~~claim 24~~, wherein the step of providing initiator codes comprises the step of ~~further comprising~~ storing ~~said corresponding~~ the initiator codes in a computer-readable database.

Claim 26 (Currently amended): ~~A~~ The method for generating a computer gambling game as recited in claim 36 ~~claim 24~~, further comprising the steps of:
     indexing ~~said~~ the game seeds in ~~said~~ the look-up table and assigning an index value to each game seed; and
     relating ~~each of said~~ a corresponding initiator code to ~~one of said~~ the index value via a one way algorithm.

Claim 27 (Currently amended): A The method for generating a computer gambling game as recited in claim 26 claim 24, further comprising the step of storing said the corresponding initiator code in said the look-up table.

Claim 28 (Currently amended): A The method for generating a computer gambling game as recited in claim 27claim 24, wherein said the step of storing the corresponding initiator code comprises the step of generating a corresponding initiator code is in the form of a binary value; said method further comprising the step of translating said the initiator code in into the form of symbols to be printed on an instant play lottery ticket.

Claim 29 (Currently amended): A The method for generating a computer gambling game as recited in claim 28, further comprising the step of generating a control number to be printed on said the lottery ticket for validating said predetermined outcome corresponding to said the corresponding initiator code.

Claim 30 (Currently amended): A method for playing a computer gambling game, comprising the steps of:

   providing an initiator code encoding a predetermined game outcome and game seeds;

   acquiring a computer program that provides a plurality of generates a plurality of sequences of game states from the game seeds;
   installing the computer program on a personal computer;
   running the computer program; and
   each of said sequences of game states leading to a predetermined game outcome; at least one of said game outcomes corresponding to gains; acquiring an initiator code corresponding to one of said sequences of game states; installing the computer program on a personal computer, running said computer program; and
   inputting said the initiator code in said the computer program;
   whereby said the computer program uses using said the initiator code to select one of said sequences of game states that corresponds correspond to the predetermined game output and

executes ~~said initiator code; said computer program executing said~~ the selected sequences of game states to yield the predetermined game output ~~a corresponding game outcome~~.

Claim 31 (Currently amended): ~~A~~ The method for playing a computer gambling game as recited in claim 30, further comprising downloading via a computer network ~~said~~ the initiator code from a lottery site before inputting ~~said~~ the initiator code in ~~said~~ the computer.

Claim 32 (Currently amended): A computer-readable media to play a computer gambling game, comprising:

an initiator code encoding a plurality of game seeds and predetermined game outcomes;

a computer program to execute a plurality of sequences of game states~~; each of said sequences of game states~~ leading to one of the~~a~~ predetermined game outcome~~s~~; and

a look-up table ~~containing~~ storing game outcome-game seed pairs~~game seeds, each for generating one of said plurality of sequences of game states~~.

Claim 33 (Cancelled).

Claim 34 (Currently amended): The ~~A~~ computer-readable media as recited in claim 32, wherein said look-up table is encrypted.

Claim 35 (New): A method for generating a computer gambling game, said method comprising the steps of:

setting game parameters;

providing initiator codes encoding game outcomes and game seeds;

providing a computer program, said computer program generating sequences of game states from the game seeds; and

comparing the sequences of game states to the game parameters to yield game outcome-game seed pairs;

whereby a given game outcome is obtainable by a plurality of different sequences of game states.

Claim 36 (New): The method for generating a computer gambling game as recited in claim 35, wherein said step of comparing the sequences of game states to the game parameters to yield game outcome-game seed pairs comprises storing game seeds that correspond to a sequence of game states leading to one of the determined game outcomes in a look-up table.

Claim 37 (New): The computer gambling game as recited in claim 1, wherein said at least one initiator code is randomly related to the game seed.

Claim 38 (New): The computer gambling game as recited in claim 1, wherein said game seed and said outcome are linked by a unidirectional relation.